



Bard 1	CLASS & LEVEL
Wood Elf	RACE/ANCESTRY/HERITAGE
STR <b>-1</b> 8	<b>+2</b> PROFICIENCY BONUS
DEX <b>+3</b> 16	<b>SAVING THROWS</b> -1 Strength Saves +5 Dexterity Saves * +1 Constitution Saves +1 Intelligence Saves +0 Wisdom Saves +4 Charisma Saves * * Prof. bonus added
CON <b>+1</b> 13	ARMOR CLASS (AC) INITIATIVE SPEED <b>14</b> <b>+3</b> <b>35 ft.</b>
INT <b>+1</b> 12	HIT POINTS    HIT DICE <b>9</b> <b>1d8</b>
WIS <b>+0</b> 11	DEATH SAVES: Success O O O Fail O O O
CHA <b>+2</b> 15	WEAPON & UNARMED ATTACKS <b>Basic Attack.</b> One target per Attack action.  <b>Rapier.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d8+3 piercing damage.  <b>Dagger (offhand, two-weapon fighting as bonus action).</b> <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft. 1d4 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)  <b>MAGIC, FEATS &amp; SPECIAL ATTACKS</b> <b>Vicious Mockery Cantrip.</b> <i>Ranged Spell Attack:</i> Target within 60 feet that can hear you must make a DC 12 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on next attack made before the end of its next turn. (No damage if made save.)

## Entertainer Background [PHB p. 130]

- **Feature:** By Popular Demand.
- **Traits:** Parent was famous artist. Honest nature.
- **Ideal:** Does it for the fans.
- **Bond:** Idolizes famous hero.
- **Flaw:** Forgets words when drunk.

## PROFICIENCIES & LANGUAGE

- Armor:** light armor  
**Weapons:** simple weapons, hand crossbow, longbow, longsword, rapier, shortbow, shortsword  
**Tools:** disguise kit, musical instrument (flute), musical instrument (lute), musical instrument (lyre)  
**Saving Throws:** Dexterity, Charisma  
**Skills:** Acrobatics, Perception, Performance, Persuasion, Sleight of Hand, Stealth  
**Languages:** Common, Elvish

## RACE

### Wood Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 212 years old
- Medium Size (5' 0", 124 lbs.)
- Darkvision (60 feet)
- Elf Weapon Training (swords, bows)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Mask of the Wild (hide outdoors)
- Trance (4 hrs. as 8 hrs. sleep)

## CLASS

### Bard Class Features [PHB p. 41]

- Ritual Casting
- Bardic Inspiration (d6) (2 uses per day)

## SPELLS

### Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

**Cantrips Known:** *Blade Ward, Vicious Mockery*

### Prepared Spells

1st Level (2 slots): *Detect Magic, Cure Wounds, Healing Word, Comprehend Languages*

## EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** leather armor (AC 11), rapier, dagger, entertainer's pack (backpack, a bedroll, 2 costumes, 5 candles, 5 days' rations, a waterskin, disguise kit), belt pouch, set of common clothes, set of costume clothes, a musical instrument, an admirer's love letter. (This load is about 68 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 7 gold pieces (gp); 50 silver pieces (sp); 28 copper pieces (cp); 3 gems (worth 10 gp each)